Design Course

Sketchbook Habit for Animators

Drawing a Visual Language

by

Chamandeep's Khokher with Prof. Phani Tetali
IDC, IIT Bombay

Source:
https://www.dsource.in/course/sketchbook-habit-animators

1. Introduction
2. Developing Skills
3. Sketching and Taking Notes
4. Design Tools
5. Contact Details

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Introduction

Sketchbook is a visual journal for animators. In which we record our thoughts with sketches and taking notes. Just as other languages we know of, we get better and better as we keep reading and writing more. Similarly drawing is a visual language that we get better at as we draw more and increase our visual vocabulary.Animators require multiple skill sets, such as drawing, acting, staging, imagination, observation, interpretation, creativity, clarity, solidity in drawings as so on. Drawing for animators is not just copying people for gestures or doing detailed rendered drawing of environment or backgrounds. Instead it is to create an interpreted experience.

As we know few languages. And we are comfortable speaking one or other because we have been speaking that since our childhood, with friends and family. While speaking other languages we struggle. For example, what could be a good word for a certain expression or how can the word be used with certain situation and so on. So in order to be comfortable with it we speak, read more and increase our vocabulary. Similarly drawing is a visual language. At times we keep using limited or similar lines or shapes and we struggle with our drawings. Same as

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other languages to develop our visual vocabulary we do live studies and practice constantly.

As animators, we at times limit our selves saying we are only interested in cartoons and figures. But wherever we go we see interesting things around us, like food in restaurant, clouds, trees, building structures, cars they too have gestures. As some trees are standing erect, some with hunch back, tired, stretched, leaned or cute family cars to aggressive big trucks, tired trucks and so on, can benefit us in understanding gestures, personalities, action and shapes.

Carrying a sketchbook while traveling, watching television, restaurants, watching cricket match can be fun. Constantly drawing can make things interesting and solves the problem of approaching drawings.

Here are some sketches as example:

Warm up sketches, while having breakfast in hostel mess.

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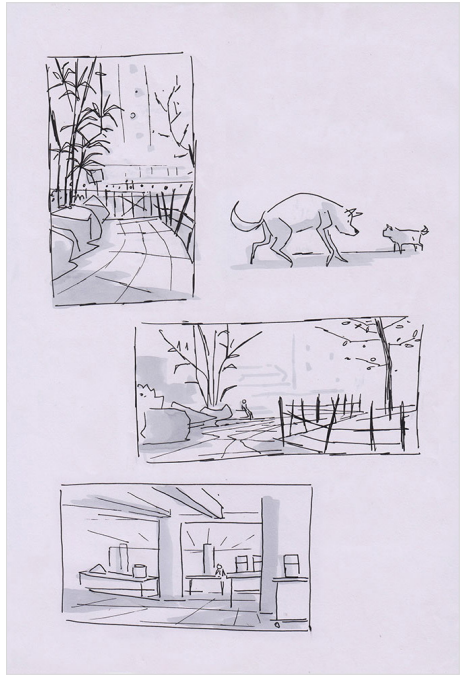
Waiting for Bus.

While the Computer Starts.

Lunch Time Sketches.

Lunch time sketches. It was a hot day.

Compositions study while going for tea.



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Snacks Time.

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Developing Skills

Developing skill is an important aspect to master the craft. To educate our visual sense we learn from live studies and understand colors, compositions, shapes, gestures and so on.

Let's work on an interesting exercise that will help us later in animation and in developing ideas.

1. Let's draw some borders and force our self to compose our surroundings in them:
Vide: Compositions live study.

2. Let's do some gesture studies. Trying not just to capture the pose but also to capture life.

Video: Gesture live study.

It would be a good practice to maintain a monthly sketchbook. To develop the rigour of drawing all the time.

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Sketching and Taking Notes

Scenes, expressions, write a small note about your sketch. Draw, describe things and people around you, so later you can remember the impression and develop ideas from them. Record your thoughts caricature them. Make them humorous. Doing this will increase your visual library and will help your ability to take visual notes. Thousand of potential ideas will become actions with clear vision.

The cartoonist, when he sketches, is going through a process of study. He concentrates upon the model, plumbs its movement, bulk, outline. Then he sets it down, remembering that he wants only the spirit — the "guts" of the thing he's after. He puts into his drawing all his experience. He simplifies. He plays with his line. He experiments. He isn't concerned with anatomy, chiaroscuro or the symmetry of "flowing line." There's nothing highbrow about his approach to the sketch pad. He is drawing because he likes to draw! All types of sketching benefitthe artist. Never stop sketching! Sketch at home, in the subway, on picnics, in art school or in bed. But SKETCH!

— From the book Cartooning For Everybody by Lawrence Lariar

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Design Tools

Animation Design:

Animation is a method of photographing successive drawings, models or even puppets to create an illusion of movement in a sequence. Animation Tool is developed by IDC, IIT Bombay. It is an interactive web space where students can learn about the basics of animation. There are four main types of animation that are commonly used: 2D Traditional Animation, 2D Computer Animation, Stop Motion Animation, and 3D Computer Animation. There's also something called Experimental animation, where you can mix different types of animation together. The Animation Tool teaches things like Straight Ahead, Pose to Pose, Stretch and Squash, and Slow in Slow out, which are all important for making animations look good.

For more information visit: https://dsource.in/tool/animation_tool/

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This documentation was done by Chamandeep's Khokher at IDC, IIT Bombay.

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